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1 [Pen computing: a technology overview and a vision](#)

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available: [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

2 [Macintosh human interface guidelines](#)

Apple Computer, Inc.
January 1992 Book

Publisher: Addison-Wesley Publishing Company

Full text available: [pdf\(37.61 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Macintosh Human Interface Guidelines describes the way to create products that optimize the interaction between people and Macintosh computers. It explains the whys and hows of the Macintosh interface in general terms and specific details.

Macintosh Human Interface Guidelines helps you link the philosophy behind the Macintosh interface to the actual implementation of interface elements. Examples from a wide range of Macintosh products show good human interface design, including individ ...

3 [The X window system](#)

Robert W. Scheifler, Jim Gettys
April 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 2

Publisher: ACM Press

Full text available: [pdf\(2.76 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

An overview of the X Window System is presented, focusing on the system substrate and the low-level facilities provided to build applications and to manage the desktop. The

system provides high-performance, high-level, device-independent graphics. A hierarchy of resizable, overlapping windows allows a wide variety of application and user interfaces to be built easily. Network-transparent access to the display provides an important degree of functional separation, without significantly affec ...

4 Essays in computing science

C. A. R. Hoare

January 1989 Book

Publisher: Prentice-Hall, Inc.

Full text available:  pdf(20.91 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [review](#)

Charles Antony Richard Hoare is one of the most productive and prolific computer scientists. This volume contains a selection of his published papers. There is a need, as in a Shakespearian Chorus, to offer some apology for what the book manifestly fails to achieve. It is not a complete 'collected works'. Selection between papers of this quality is not easy and, given the book's already considerable size, some difficult decisions as to what to omit have had to be made. Pity the editor weighin ...

5 The elements of nature: interactive and realistic techniques

 Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  pdf(17.65 MB) Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

6 Building user interfaces by direct manipulation

 Luca Cardelli

January 1988 **Proceedings of the 1st annual ACM SIGGRAPH symposium on User Interface Software UIST '88**

Publisher: ACM Press

Full text available:  pdf(1.74 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 A low power, low bandwidth protocol for remote wireless terminals

George Hadjyiannis, Anantha Chandrakasan, Srinivas Devadas

January 1998 **Wireless Networks**, Volume 4 Issue 1

Publisher: Kluwer Academic Publishers

Full text available:  pdf(474.12 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a low bandwidth protocol for wireless multi-media terminals targeted towards low power consumption on the terminal side. With the widespread use of portable computing devices, low power has become a major design criterion. One way of minimizing power consumption is to perform all tasks, other than managing hardware for the display and input, on a stationary workstation and exchange information between that workstation and the portable terminal via a wireless link. A protocol for ...

8 Making a digital library: the contents of the CORE project

Richard Entlich, Jan Olsen, Lorrin Garson, Michael Lesk, Lorraine Normore, Stuart Weibel

April 1997 **ACM Transactions on Information Systems (TOIS)**, Volume 15 Issue 2

 **Publisher:** ACM Press

Full text available:  pdf(1.50 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The CORE (Chemical Online Retrieval Experiment) project is a library of primary journal articles in chemistry. Any library has an inside and an outside; in this article we describe the inside of the library and the methods for building the system and accumulating the database. A later article will describe the outside (user experiences). Among electronic-library projects, the CORE project is unusual in that it has both ASCII derived from typesetting and image data for all its pages, and amo ...

Keywords: image segmentation

9 An overview of portable GUI software

 Wade Guthrie

January 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.90 MB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

This article attempts to bring together as much information as possible concerning platform-independent Graphical User Interface (PIGUI) development kits. It is based on a FAQ list (answers to Frequently Answered Questions) maintained and periodically updated as a service to the net by the author. What is presented here is a number of tables summarizing available PIGUI's, followed by descriptions of the individual products, with reviews and users' comments where possible.

10 A tour through cedar

Warren Teitelman

March 1984 **Proceedings of the 7th international conference on Software engineering ICSE '84**

Publisher: IEEE Press

Full text available:  pdf(2.08 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

11 Comic Chat

 David Kurlander, Tim Skelly, David Salesin

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques SIGGRAPH '96**

Publisher: ACM Press

Full text available:  pdf(2.31 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Internet, World Wide Web, automated presentation, chat programs, comics, graphical histories, illustration, non-photorealistic rendering, user interfaces, virtual worlds

12 Smalltalk-80: the language and its implementation

Adele Goldberg, David Robson

January 1983 Book

Publisher: Addison-Wesley Longman Publishing Co., Inc.

Full text available:  pdf(33.56 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#), [review](#)

From the Preface (See Front Matter for full Preface)

Advances in the design and production of computer hardware have brought many more people into direct contact with computers. Similar advances in the design and production of computer software are required in order that this increased contact be as rewarding as possible. The Smalltalk-80 system is a result of a decade of research into creating computer software that is appropriate for producing highly functional and interactive ...

13 Star graphics: An object-oriented implementation

 Daniel E. Lipkie, Steven R. Evans, John K. Newlin, Robert L. Weissman
July 1982 **ACM SIGGRAPH Computer Graphics , Proceedings of the 9th annual conference on Computer graphics and interactive techniques SIGGRAPH '82**, Volume 16 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(955.07 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The XEROX Star 8010 Information System features an integrated text and graphics editor. The Star hardware consists of a processor, a large bit-mapped display, a keyboard and a pointing device. Star's basic graphic elements are points, lines, rectangles, triangles, graphics frames, text frames and bar charts. The internal representation is in terms of idealized objects that are displayed or printed at resolutions determined by the output device. This paper describes the design and implementa ...

Keywords: Business graphics, Subclassing

14 A structural view of the Cedar programming environment

 Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann
August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(6.32 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

15 Specification and dialogue control of visual interaction through visual rewriting

 **systems**
P. Bottoni, M. F. Costabile, P. Mussio
November 1999 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 21 Issue 6

Publisher: ACM Press

Full text available:  [pdf\(886.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Computers are increasingly being seen not only as computing tools but more so as communication tools, thus placing special emphasis on human-computer interaction (HCI). In this article, the focus is on visual HCI, where the messages exchanged between human and computer are images appearing on the computer screen, as usual in current popular user interfaces. We formalize interactive sessions of a human-computer dialogue as a structured set of legal visual sentences, i.e., as a visual languag ...

Keywords: control automaton, dialogue control, visual languages

16 Structured Graphics for Distributed Systems 

 K. A. Lantz, W. I. Nowicki
January 1984 **ACM Transactions on Graphics (TOG)**, Volume 3 Issue 1

Publisher: ACM Press

Full text available:  pdf(2.15 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

17 Efficient web browsing on handheld devices using page and form summarization 

 January 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 1

Publisher: ACM Press

Full text available:  pdf(4.47 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

We present a design and implementation for displaying and manipulating HTML pages on small handheld devices such as personal digital assistants (PDAs), or cellular phones. We introduce methods for summarizing parts of Web pages and HTML forms. Each Web page is broken into text units that can each be hidden, partially displayed, made fully visible, or summarized. A variety of methods are introduced that summarize the text units. In addition, HTML forms are also summarized by displaying just the t ...

Keywords: PDA, Personal digital assistant, WAP, WML, forms, handheld computers, mobile computing, summarization, ubiquitous computing, wireless computing

18 Seeing the whole in parts: text summarization for web browsing on handheld devices 

 Orkut Buyukkokten, Hector Garcia-Molina, Andreas Paepcke
April 2001 **Proceedings of the 10th international conference on World Wide Web**

WWW '01

Publisher: ACM Press

Full text available:  pdf(1.48 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: PDA, WAP, handheld computers, mobile computing, personal digital assistant, summarization, ubiquitous computing, wireless computing

19 The CHI '95 conference electronic publication: introduction to an experiment 

 Robert Mack, Linn Marks, Dave Collins, Keith Instone
April 1996 **ACM SIGCHI Bulletin**, Volume 28 Issue 2

Publisher: ACM Press

Full text available:  pdf(1.57 MB) Additional Information: [full citation](#), [index terms](#)

20 BRUWIN: An adaptable design strategy for window manager/virtual terminal systems 

 Norman Meyrowitz, Margaret Moser
December 1981 **ACM SIGOPS Operating Systems Review, Proceedings of the eighth ACM symposium on Operating systems principles SOSP '81**, Volume 15
Issue 5

Publisher: ACM Press

Full text available:  pdf(935.12 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

terms

With only one process viewable and operational at any moment, the standard terminal forces the user to continually switch between contexts. Yet this is unnatural and counter-intuitive to the normal working environment of a desk where the worker is able to view and base subsequent actions on multiple pieces of information. The window manager is an emerging computing paradigm which allows the user to create multiple terminals on the same viewing surface and to display and act upon ...

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